

FIGURE 1.

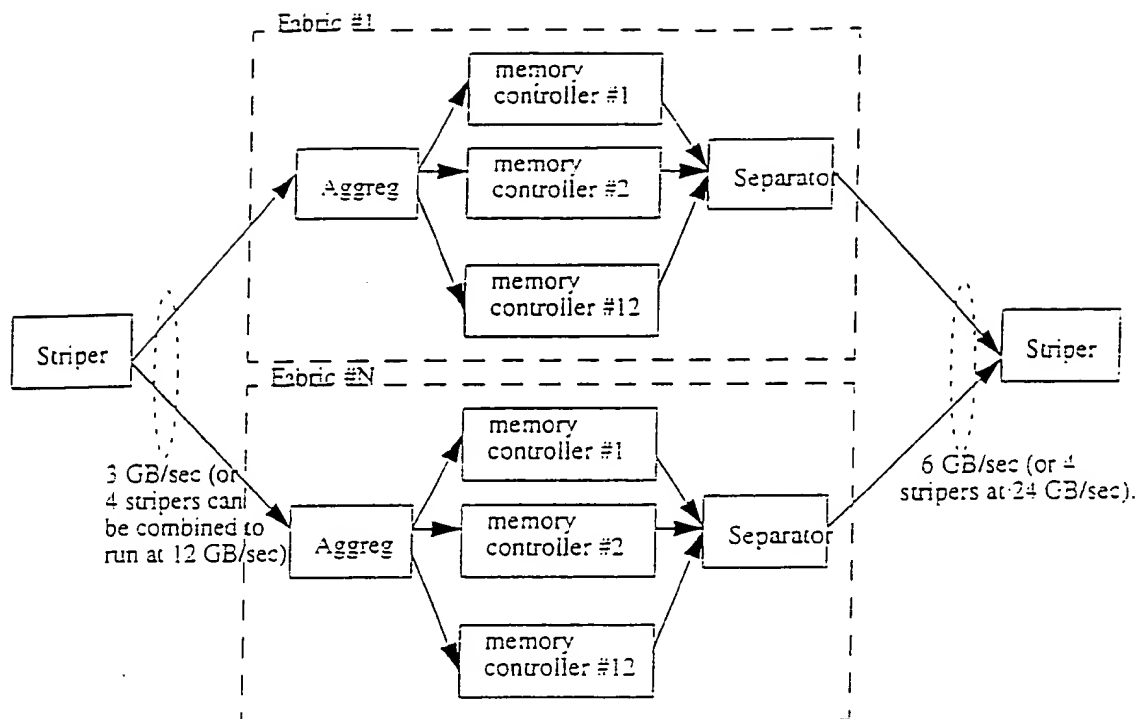


FIGURE 2.

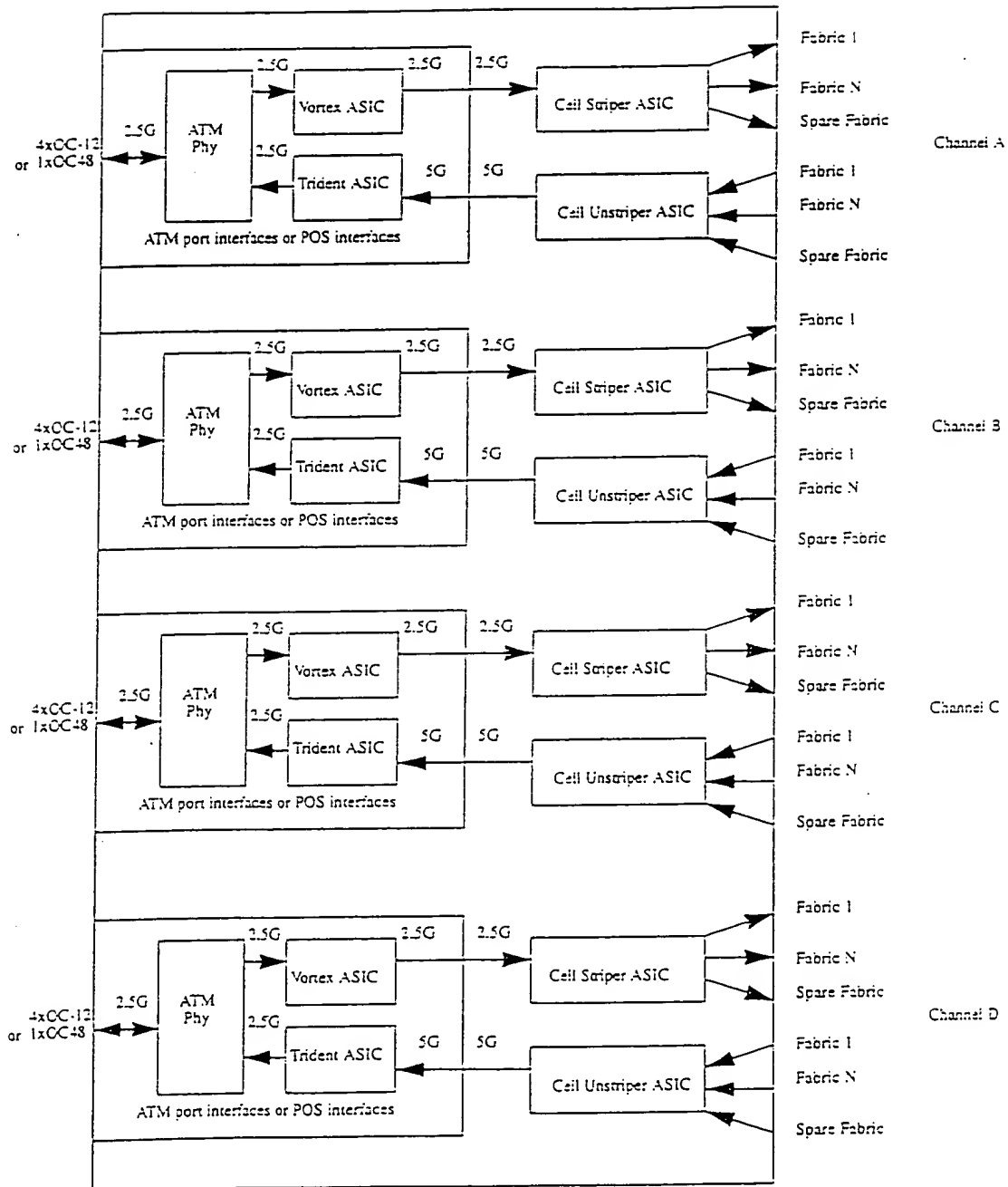


FIGURE 3.

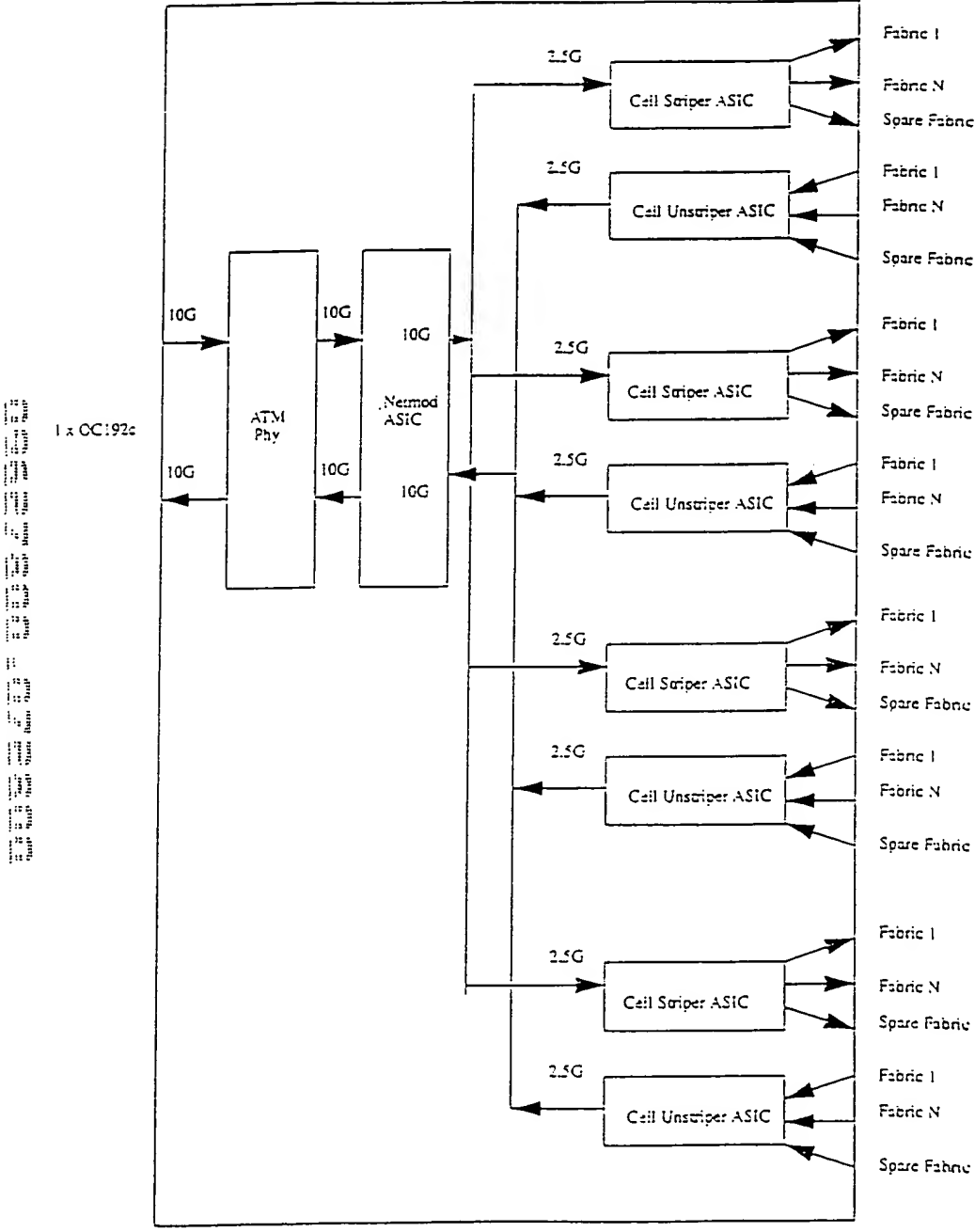


FIGURE 4.

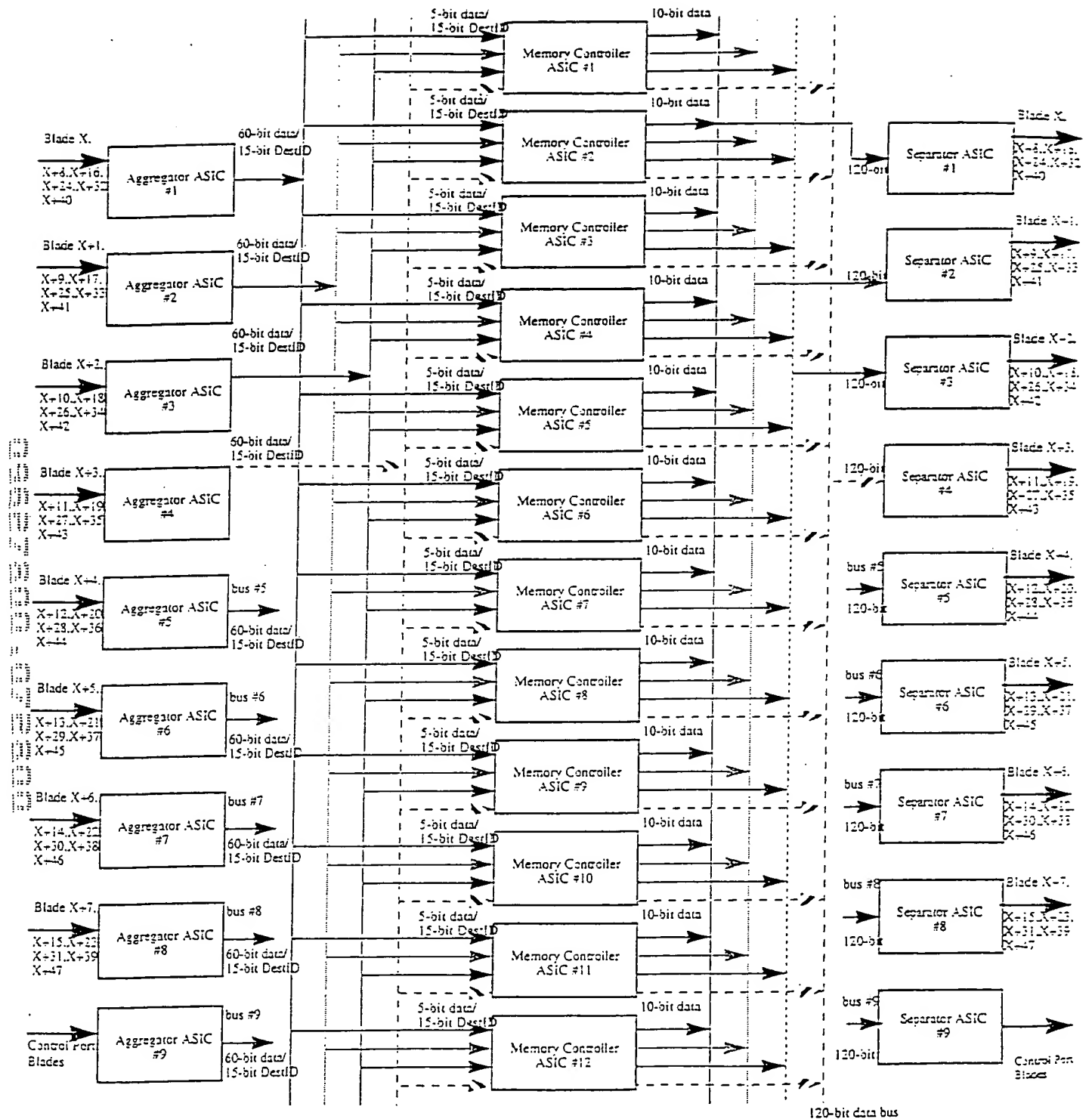


FIGURE 5.

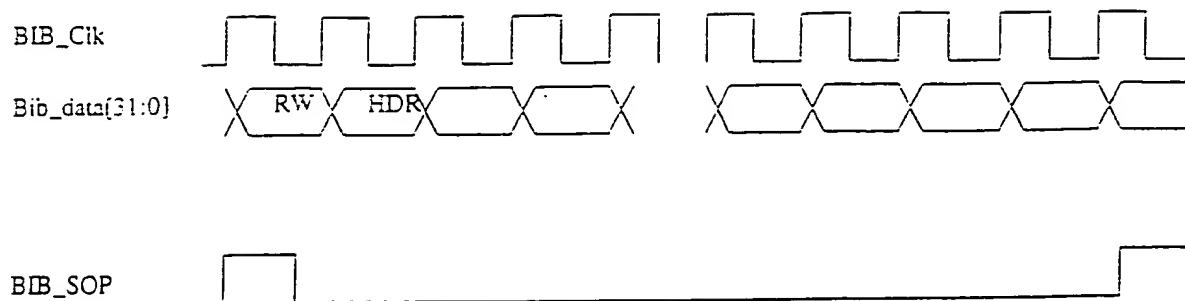


FIGURE 6.

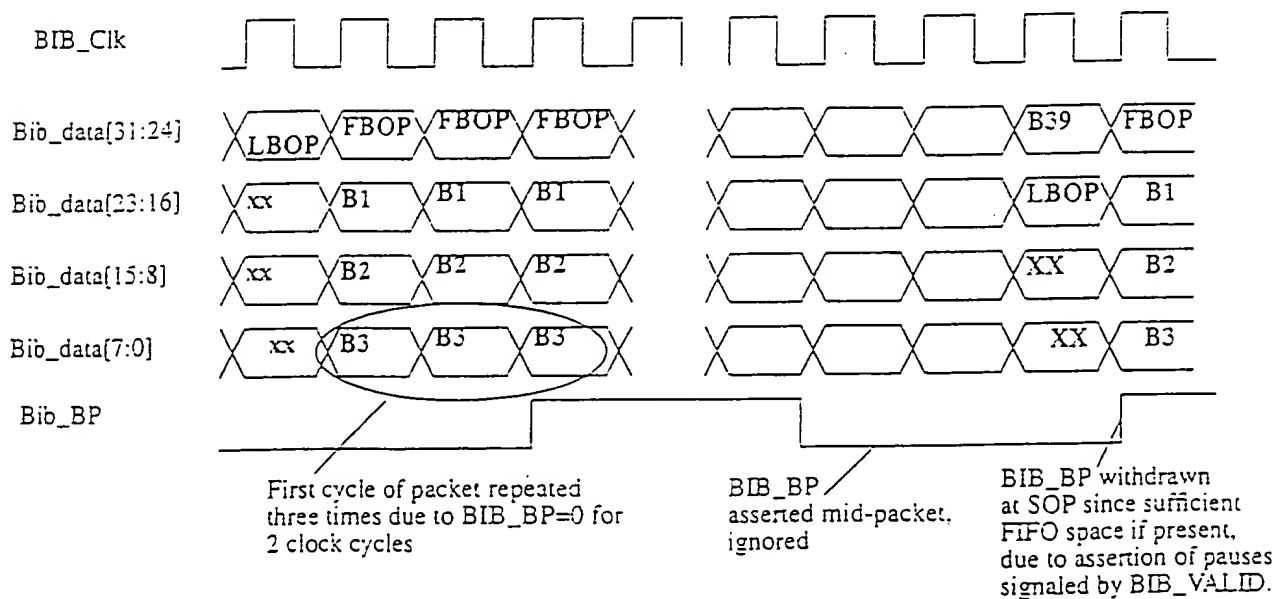
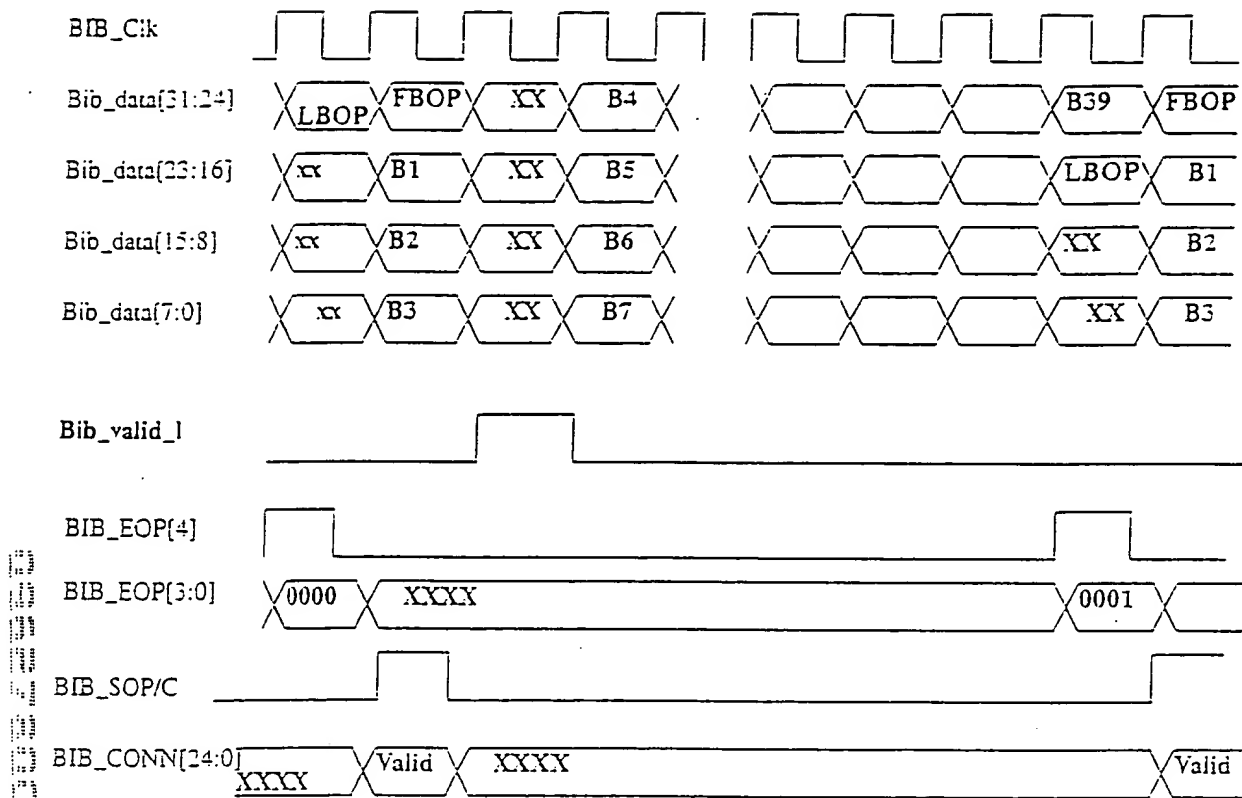


FIGURE 7.



Note: LBOP = Last Byte of Packet, FBOP = First byte of packet.

FIGURE 8.

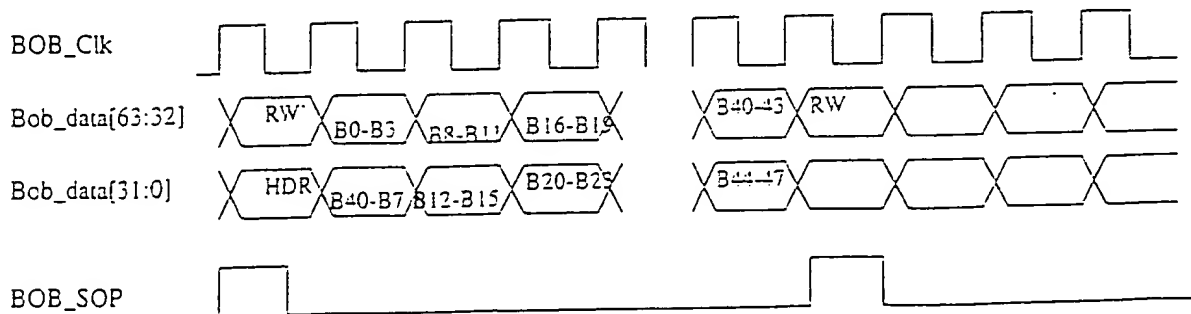
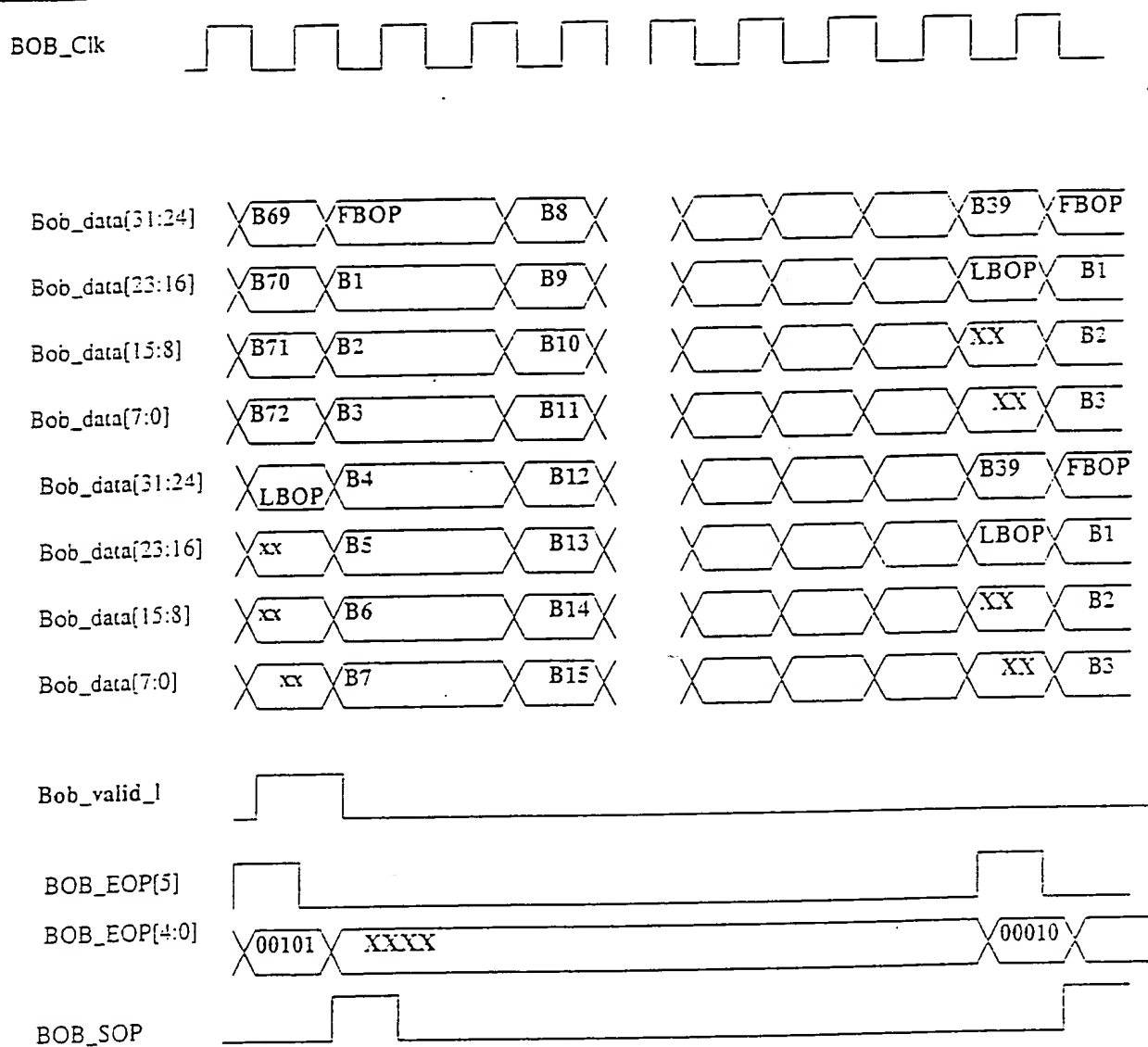


FIGURE 9.



Note: LBOP = Last Byte of Packet, FBOP = First byte of packet.

FIGURE 10.

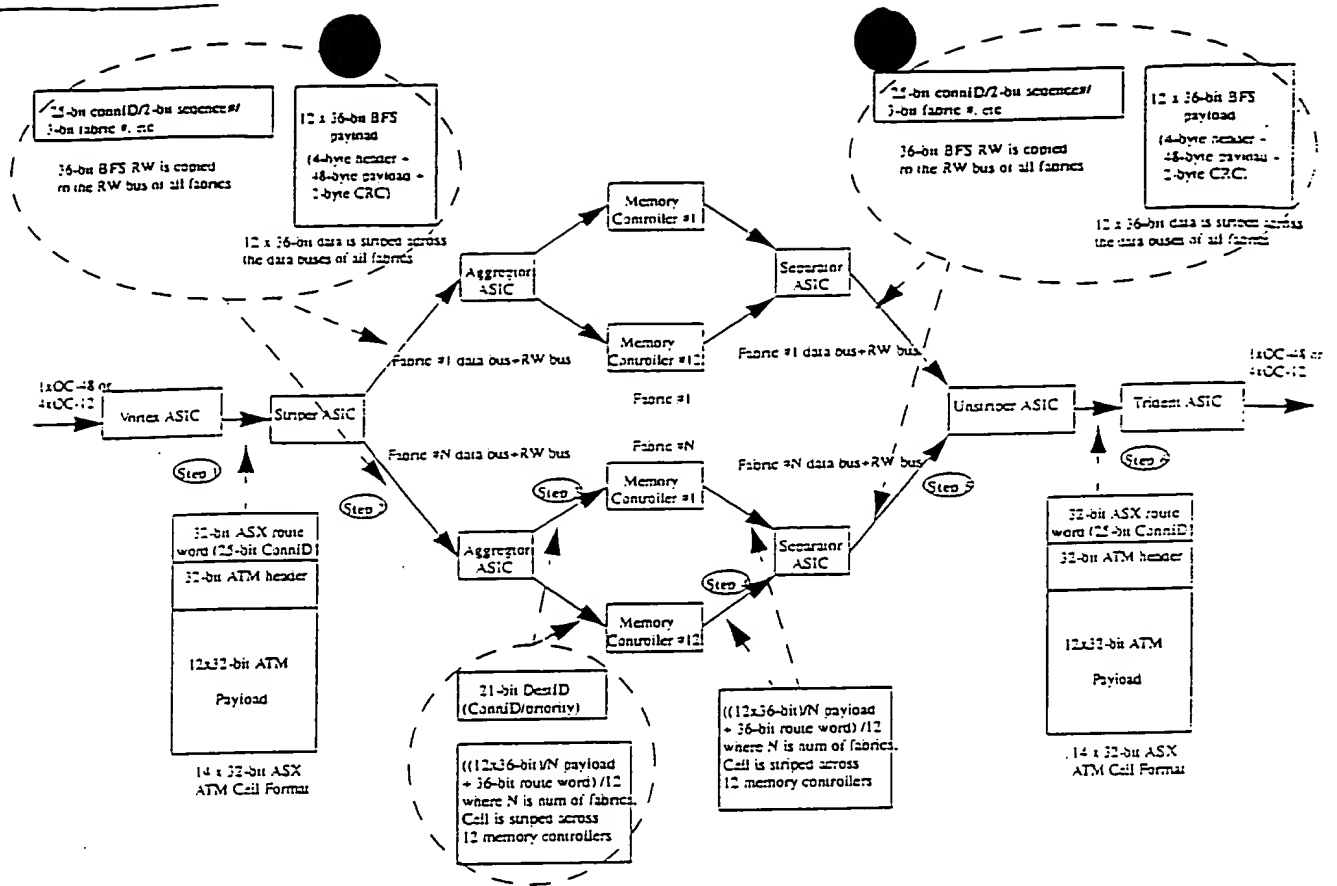


FIGURE 11.

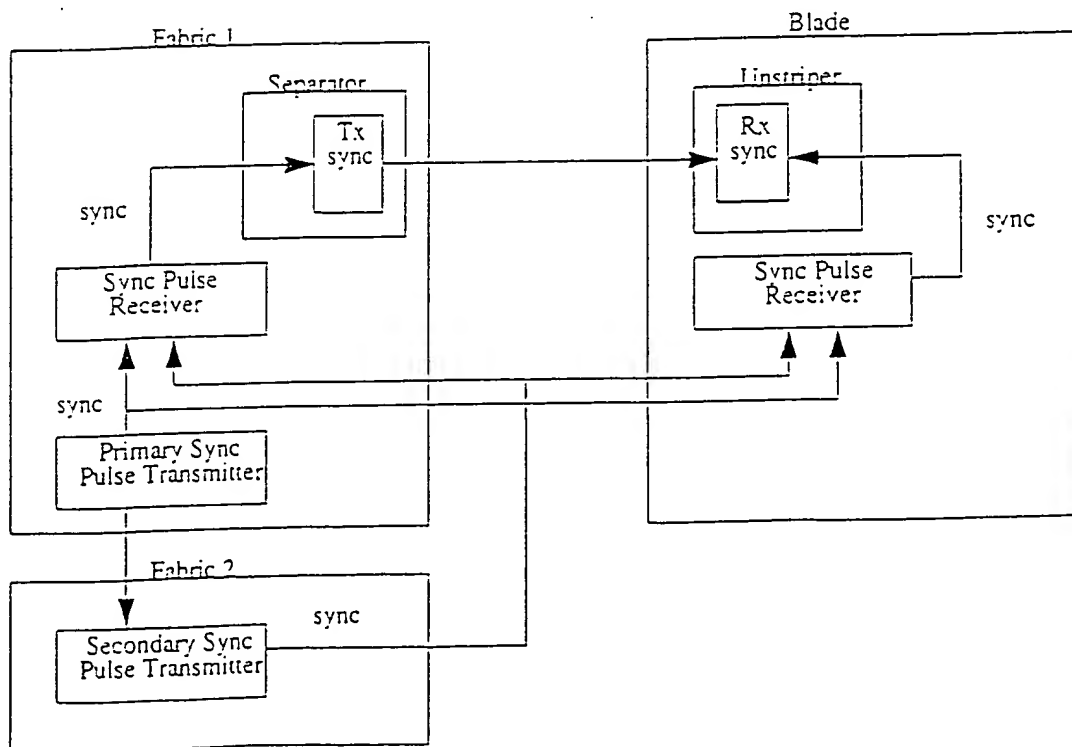


FIGURE 12.

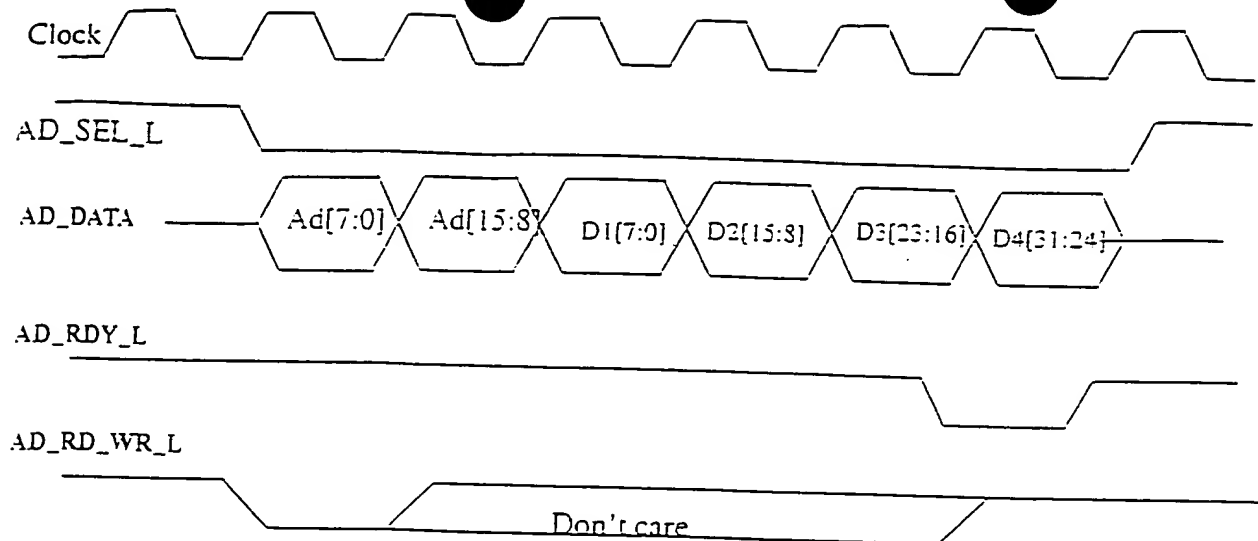


FIGURE 13.

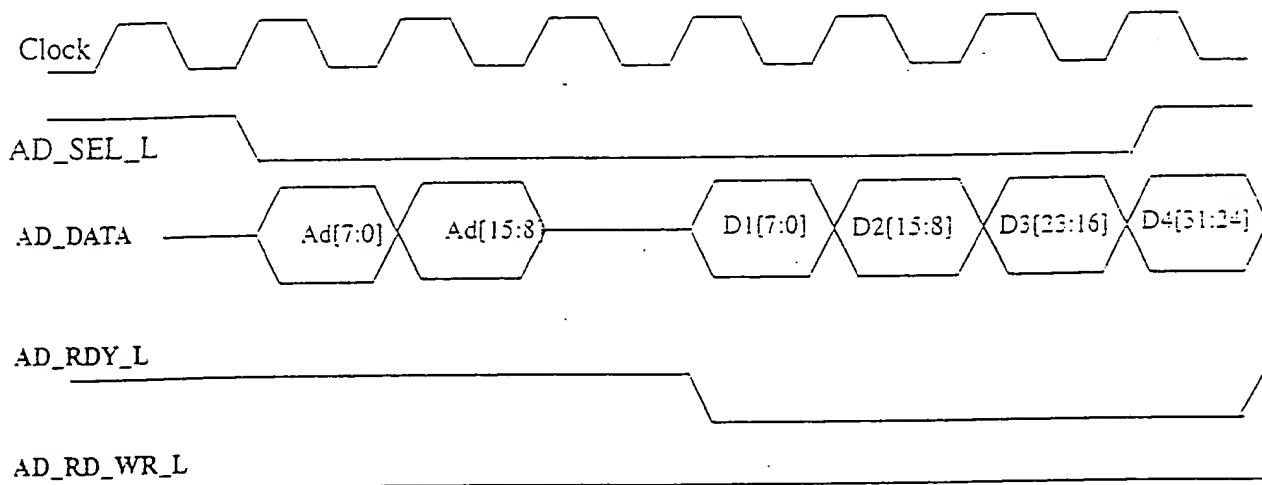


FIGURE 14.

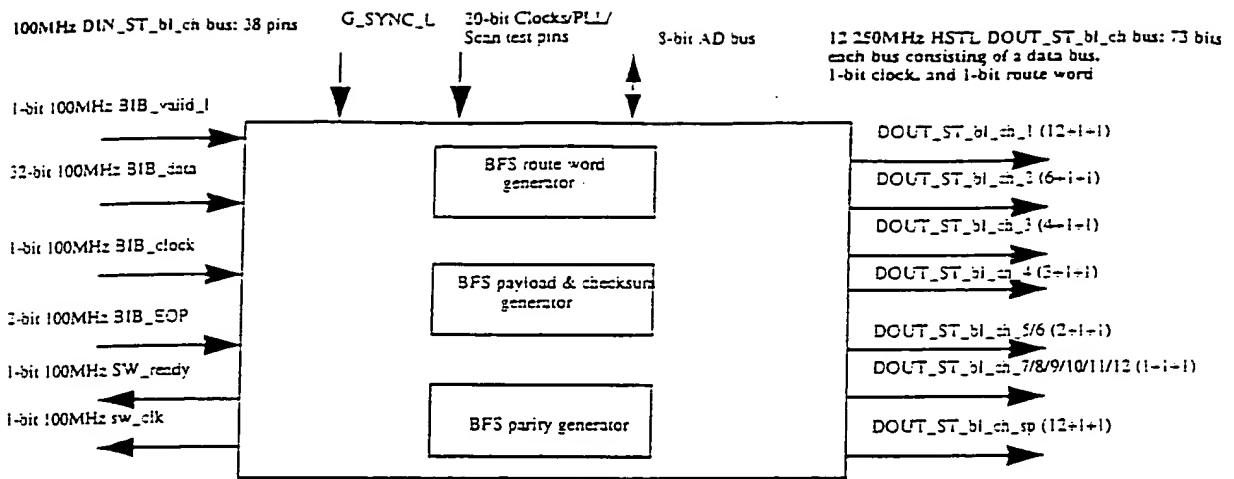


FIGURE 15.

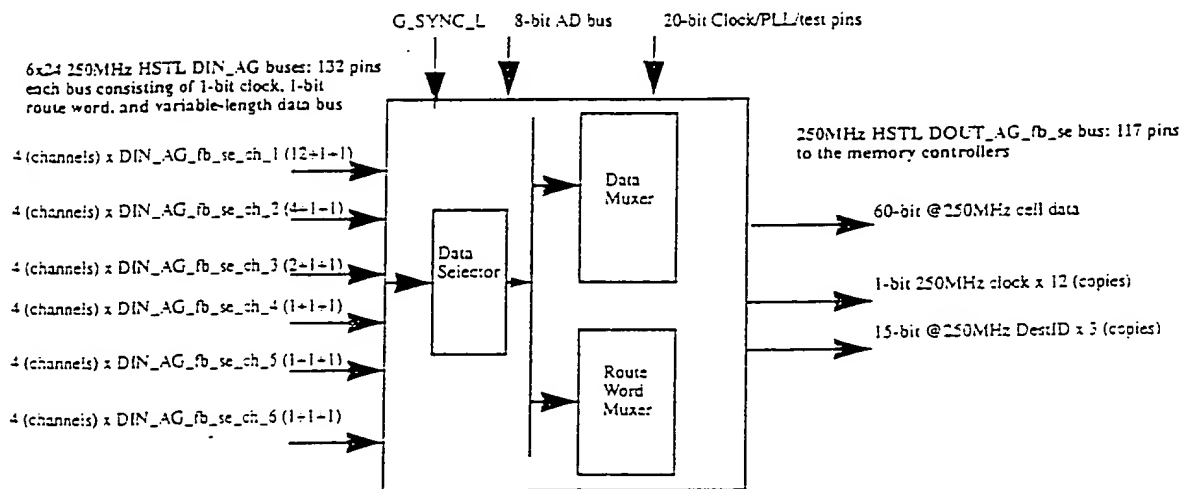


FIGURE 16.

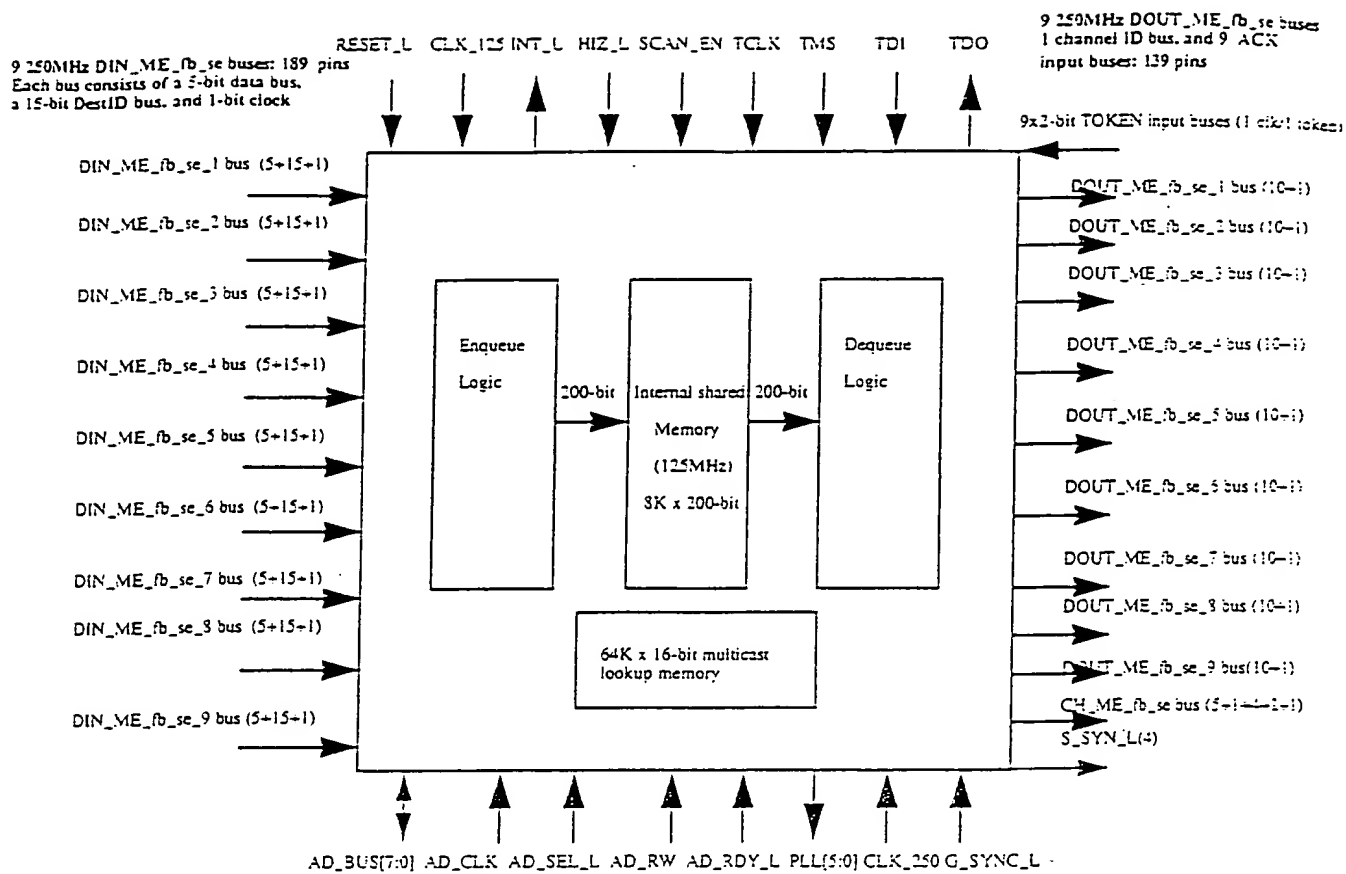


FIGURE 17.

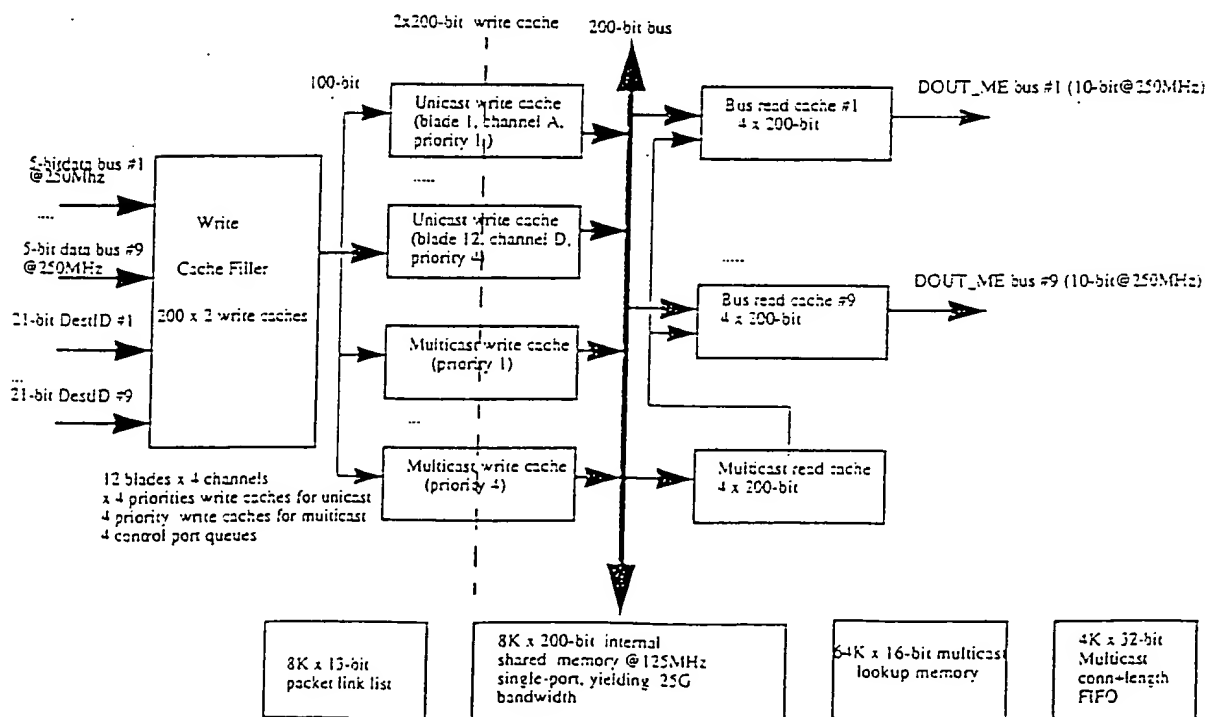


FIGURE 18.

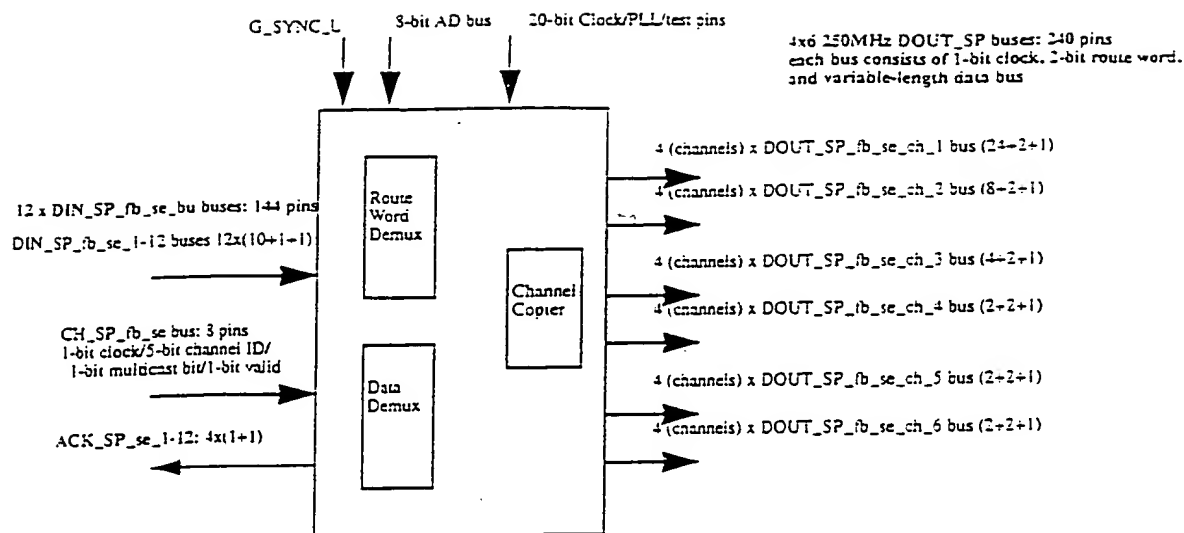
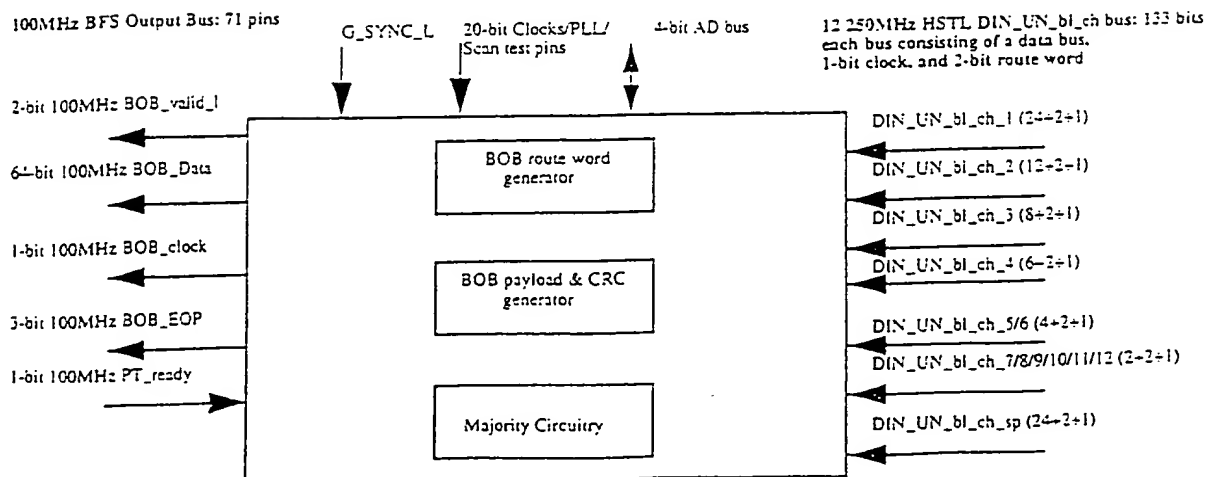
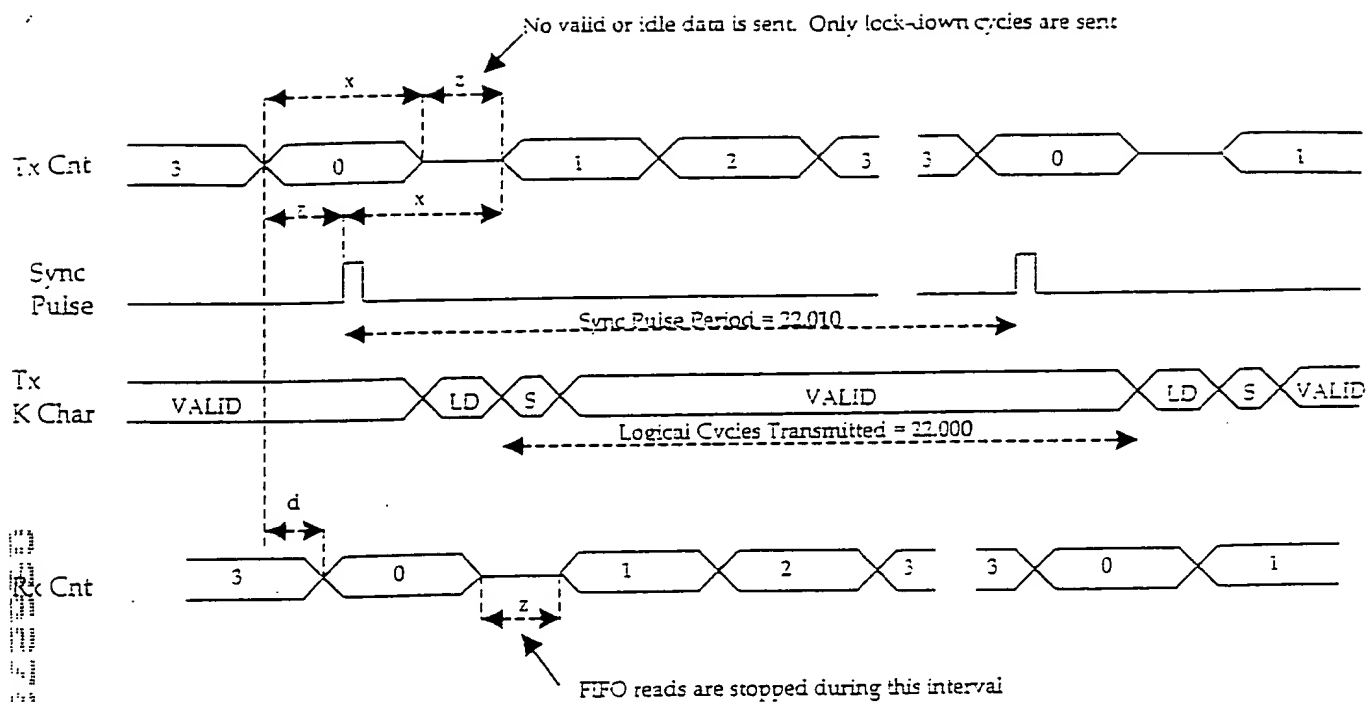


FIGURE 19.





Sync Pulse Receive Delay = 150
 Counter Tick Length = 250
 x = Lock-down Amount

Figure 2.0

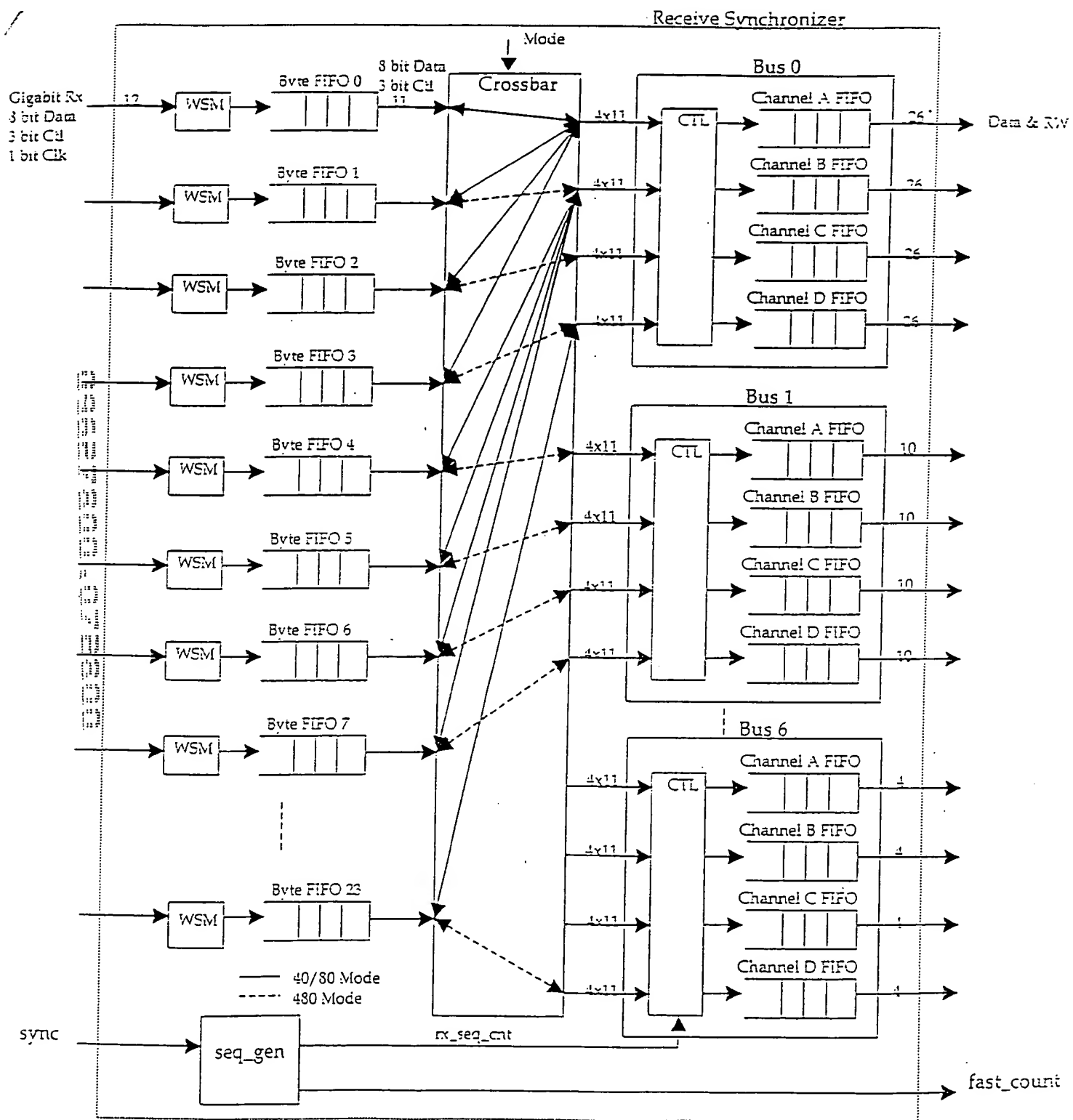


Figure 21

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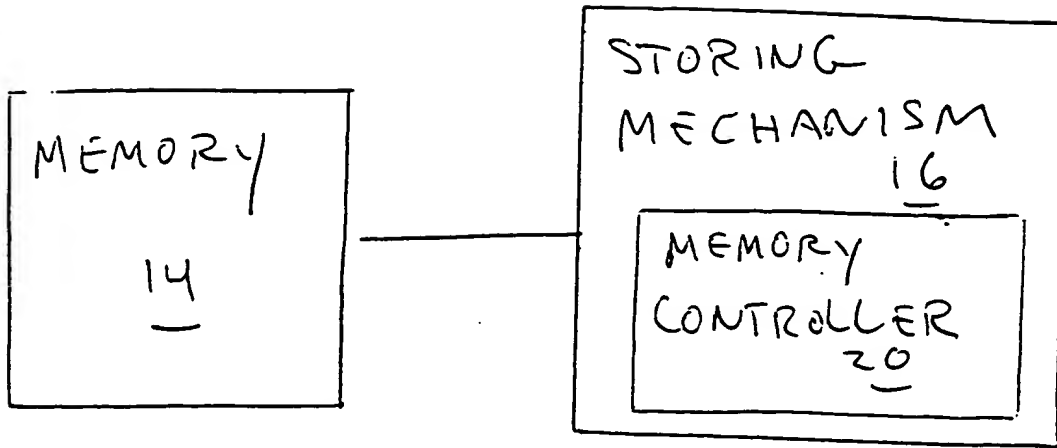
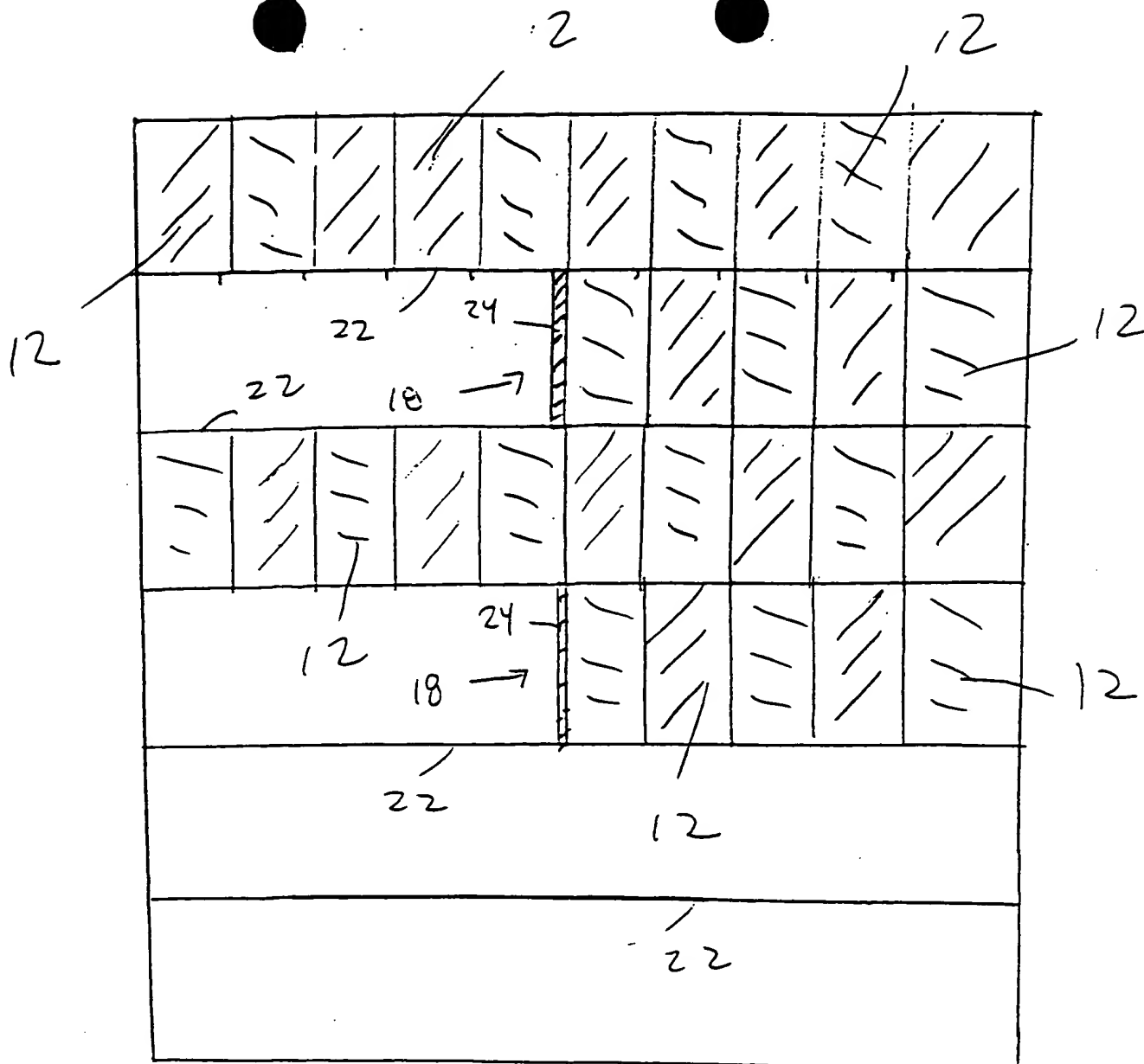


FIG 22



200 BIT WIDE

FIG 23